

1 CLAIMS

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- 3 1. A gaming method utilizing a back office system at a restricted access location and a
- 4 casino floor system in communication with the back office system, but located in a
- 5 player access area, the gaming method including the steps of:
- 6 (a) storing a number of game records in the back office system, each game record
- 7 being associated with a game result;
- 8 (b) storing an account for each of a number of players, each account being stored in
- 9 the back office system and including an account balance;
- 10 (c) in response to a respective game play request received from the casino floor
- 11 system for a respective player, reading a selected one of the stored game records
- 12 in the back office system to determine the game result associated with the
- 13 selected game record;
- 14 (d) in the back office system, modifying the account balance of the respective
- 15 player's account in accordance with the respective game play request and in
- 16 accordance with the game result associated with the selected game record; and
- 17 (e) in the casino floor system, notifying the player of the game result associated
- 18 with the selected game record.
- 19
- 20 2. The method of Claim 1 wherein the step of storing the number of game records in the
- 21 back office system includes storing a group of game records at a central computer and

1 the step of reading the selected one of the stored game records is performed at the
2 central computer.

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4 3. The method of Claim 2 wherein the step of storing the number of player accounts and
5 the step of modifying the selected player account are each performed at a database
6 computer in communication with the central computer.

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8 4. The method of Claim 2 further including the step of storing a set of game records at a
9 manufacturing computer in communication with the central computer and wherein the
10 group of game records stored at the central computer includes a first subset of game
11 records selected from the set of game records at the manufacturing computer.

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13 5. The method of Claim 4 further including the steps of storing a reserve subset of game
14 records at the central computer and reading a selected game record from the reserve
15 subset in response to a game play request received after a certain amount of game play
16 records from the first subset of game records have been used.

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18 6. A gaming method utilizing a back office system at a restricted access location and a
19 casino floor system in communication with the back office system, but located in a
20 player access area, the gaming method including the steps of:

- 1 (a) storing a different group of game records in the back office system at each of a
2 number of central computers, each game record being associated with a game
3 result;
4 (b) storing an account for each of a number of players, each account being stored in
5 the back office system and including an account balance;
6 (c) in response to a game play request received at a respective one of the central
7 computers, reading a selected one of the stored game records at the respective
8 central computer to determine the game result associated with the selected game
9 record, the respective game play request being received from the casino floor
10 system for a respective player;
11 (d) in the back office system, modifying the account balance of the respective
12 player's account in accordance with the respective game play request and in
13 accordance with the game result associated with the selected game record; and
14 (e) in the casino floor system, notifying the player of the game result associated
15 with the selected game record.

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17 7. The method of Claim 6 wherein the step of storing the number of player accounts and
18 the step of modifying the selected player account are each performed at a database
19 computer in communication with each central computer.
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1 8. The method of Claim 6 further including the step of storing a set of game records at a
2 manufacturing computer in communication with each central computer, and wherein the
3 different group of game records stored at each central computer includes a respective
4 first subset of game records selected from the set of game records at the manufacturing
5 computer.

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7 9. The method of Claim 8 further including the steps of storing a different reserve subset
8 of game records at each central computer and reading a selected game record from the
9 respective reserve subset in response to a game play request received by the respective
10 central computer after a certain amount of game play records from the respective first
11 subset of game records have been used.

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13 10. A gaming system including a back office system at a secure location and a casino floor
14 system in communication with the back office system but located in a player access
15 area, the gaming system including:

16 (a) a number of central computers included in the back office system, each central
17 computer for storing a different group of game records with each game record
18 being associated with a game result, each central computer also for responding
19 to a respective game play request by reading a selected one of the stored game
20 records at the respective central computer to determine the game result

1 associated with the selected game record, the respective game play request being
2 received from the casino floor system for a respective player;

3 (b) a database computer included in the back office system and being in
4 communication with each central computer, the database computer for storing an
5 account for each of a number of players with each account including an account
6 balance, the database computer also for modifying the account balance of the
7 respective player's account in accordance with the respective game play request
8 and in accordance with the game result associated with the selected game
9 record; and

10 (c) number of player terminal groups included in the casino floor system, each
11 respective player terminal group including a number of player terminals with
12 each player terminal in a particular group being in communication with a
13 respective central computer assigned to the particular group, each player
14 terminal for receiving a game result communication from the respective central
15 computer in response to a game play request entered through the respective
16 player terminal and for notifying a player of the result which is subject of the
17 game result communication.